

**Emergency Rule**  
LSA Document #09-205(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 054. Effective March 26, 2009.

SECTION 1. The name of Pull-Tab game number 054 is "CANDY STORE SLOTS".

SECTION 2. Tickets in Pull-Tab game number 054 shall sell for fifty cents (\$.50) per ticket.

SECTION 3. Each ticket in Pull-Tab game number 054 shall contain a total of fifteen (15) play symbols arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered with a tab. If a question arises as to the play symbol, the play symbol caption will be used for final clarification. The play symbol captions correspond with and verify the play symbols as follows:

**WINNING play symbols:**



**NONWINNING play symbols:**



SECTION 4. A prize winner in Pull-Tab game number 054 is determined by opening five (5) tabs located on the back of the Pull-Tab ticket. Follow the blue arrows to match three (3) consecutive symbols in any vertical, horizontal, or diagonal row as described below:

(1) Match three (3) " (PEPPERMINT) symbols and the ticket holder is entitled to win one



hundred twenty-five dollars (\$125).

(2) Match three (3) " (RING) symbols and the ticket holder is entitled to win ten dollars




(\$10).

(3) Match three (3) " (CHOCOLATE COVERED CHERRY) symbols and the ticket holder is



entitled to win five dollars (\$5).

(4) Match three (3) "  " (LEMON DROPS) symbols and the ticket holder is entitled to win one



dollars [sic] (\$1).

(5) Match three (3) "  " (HEART) symbols and the ticket holder is entitled to win fifty cents



(\$50).

SECTION 5. The possible winning prize combinations are as follows:

## Hoosier Lottery - Prize Structure

### Candy Store Slots - Game No. 054

11/20/08  
7:26 AM

* Total Ticket Quantity	Ticket Price	Gross Sales	Prize Payout Dollars	Prize Payout Percentage	Overall Game Prize Payout Percentage
1,203,552	\$0.50	\$601,776	\$390,438	64.88%	64.88%

Get:	Prize Winner	Odds of Winning 1 in: **	Winners in 672 (Per pack)	Prize Payout (Per Pack)	Winners in 1,791 Packs	Prize Payout Per Game	Percent of Prize Payout ***
3 - Peppermint	\$125.00	672.00	1	\$125.00	1,791	\$223,875	57.34%
3 - Ring	\$10.00	672.00	1	\$10.00	1,791	\$17,910	4.59%
3 - Cherry	\$5.00	168.00	4	\$20.00	7,164	\$35,820	9.17%
3 - Lemon Drops	\$1.00	35.37	19	\$19.00	34,029	\$34,029	8.72%
3 - Heart	\$0.50	7.64	88	\$44.00	157,608	\$78,804	20.18%
<b>Total</b>		<b>5.95</b>	<b>113</b>	<b>\$218.00</b>	<b>202,383</b>	<b>\$390,438</b>	<b>100.00%</b>

\* Ordered quantity is 1,200,000

\*\* Each pack will use this distribution.

\*\*\* Numbers are rounded.

Approved 11-17-08 per K. Hacker

Total value of all prizes\*: \$390,438

Prize payout: 64.88%

Overall odds: 1 in 5.95

Approximate print quantity: 1,203,552 (+/-5%)

\*The number and total value of prizes in this game are based on the approximate print quantity with a variance as stated above. Should the print quantity be changed for production of this game or subsequent reorders, the ratio of prizes and total value of all prizes to print quantity will be proportionately maintained and the overall odds and prize payout percentage will remain the same. Overall odds are determined by dividing the approximate total number of tickets by the approximate total number of prizes available.

Prizes subject to prior sales.

SECTION 6. [65 IAC 6-1](#) through [65 IAC 6-3](#) apply to Pull-Tab game number 054.

SECTION 7. The last day to claim a prize in Pull-Tab game number 054 is sixty (60) days from the end of the game. This document expires sixty (60) days after the last claim date.

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An [html](#) version of this document.